Implement the program described below. Use either PHP, CGI/Perl or CGI/Python. Keep state on client side or server-side as you prefer. No need to take care of accidental reloads. Try to be as succinct as you can and as explicit as you can. Code is preferred (minor syntax errors are irrelevant) but pseudocode or a very clear flow chart would also work.

Problem Statement

The program should allow you to create combination of five dice by rolling selected dice up to 3 times.

Initially the program shows this screen:

Welcome

![Roll again! Store Combination]

If I assume this is a great combination I can decide to store it already.

Combination stored, here's a new combination to work on, count is 1.

![Roll again! Store Combination]

Now I will try to get all fives. So I keep the first three and the last...

Combination stored, here's a new combination to work on, count is 1.

![Roll again! Store Combination]

... and press “Roll again!”.

Here’s what I get:
Here's how your combination currently looks:

```
* * * *
* * * *
```

[Roll again!  Store Combination]

Not what I wanted, but I still have one more chance. So I again keep the first 3 and the last:

Here's how your combination currently looks:

```
* * * *
* * * *
```

keep  keep  keep  keep

[Roll again!  Store Combination]

... and I press “Roll again!”.

Here’s the result:

This is your final draw.

```
* * * *
* * * *
```

[Store Combination]

Regardless of what I think about this combination the most I can do is to store it.

Pressing the button starts the process again:

Combination stored, here's a new combination to work on, count is 1.

```
* * * *
* * * *
```

[Roll again!  Store Combination]

So this is the problem you need to implement. Your program need not actually store anything, just the interface should have the button in it to indicate that that combination is in its final stage. Later in class we will build a complete Yahtzee game out of this. For now, this just helps builds dice combinations.